

# Devil May Cry

THE  
BLOODY PALACE

THE WALKING ARSENAL  
EXPANSION



CAPCOM

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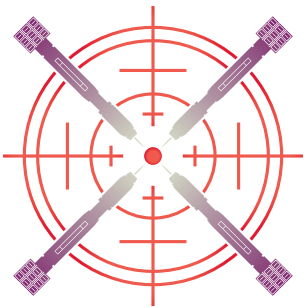
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# COMPONENTS



30 Bloody Palace cards

New Hunter, Lady:  
Lady and  
Powered Up Lady



Hunter card



Starting deck  
(27 cards)



Upgrade deck  
(20 cards)

8 Tokens and Markers:



6 Grenade  
tokens



1 Lock On  
marker



1 Style marker



### 13 Enemies:



6 Hell Caina  
1 Enemy card  
6 Behaviour cards



4 Pyrobat  
1 Enemy card  
6 Behaviour cards



2 Hellbat  
1 Enemy card  
6 Behaviour cards



1 Cavaliere Angelo  
1 Enemy card  
7 Behaviour cards

# OVERVIEW

Welcome to the *Walking Arsenal Expansion* for  
*Devil May Cry™: The Bloody Palace*.

This expansion introduces a host of deadly enemies, including a Boss: Cavaliere Angelo, the Voltaic Black Knight. In addition to Enemy cards and Behaviour cards for each enemy, the game also includes additional Bloody Palace cards, which are shuffled in with the *Devil May Cry™: The Bloody Palace* cards to bring new challenges to each game session.

That's not all, though. This expansion also gives players the chance to take control of the Hunter, Lady, who uses an impressive array of firepower to make up for the fact that she's only human. Lady has a completely different play style to the other Hunters, offering an interesting twist to your games of *Devil May Cry™: The Bloody Palace*.



# NEW DEVIL HUNTER: LADY

With this expansion, one player can take control of Lady—a new Hunter who has a very different style of play, focusing on ranged attacks and attacks that target multiple enemies at once. This section explains the unique rules and effects that apply when you are controlling her.

## STYLE SCORE

Lady scores style points by claiming combos just like the other Hunters, but in addition she scores style points whenever one of her attacks, or a detonating Grenade, damages two or more enemies at once. Her deck features several attacks that target multiple hexes, so you need to seek out clusters of enemies, or create them.

The number of additional style points scored depends on how many enemies are damaged:

ENEMIES	POINTS
2	1
3	2
4+	3



## LOCK ON

Thanks to Lady's marksmanship and skill with guns of all varieties, you have more control over which enemies she targets with her ranged attacks.

You can remove the Lock On marker whenever you like; otherwise, it stays there until the enemy is slain, or until the enemy is no longer in front of Lady.

Her deck contains two Lock On cards, which you can play during your turn to place the Lock On marker next to any enemy that is in front of Lady. While it is there, any ranged attacks she makes will target that enemy instead of targeting the nearest enemy and deal 1 additional damage!

If the Lock On marker is already on the game board when you play a Lock On card, remove it from the enemy it is currently next to and place it on another enemy that is in front of Lady.



*The Riot has a Lock On marker next to it. Ranged attacks made by Lady will target the Riot instead of the Hell Caina which is nearer to her.*

## GRENADE BELT

One of Lady's Basic Attack cards is Grenade Belt, representing her seemingly endless stash of Grenades. At the end of each of your turns, place a Grenade token on the card. If all six are already on the card, no more are placed.

At any point during your turn, you can flip the card to throw all of the Grenade tokens that have been placed on it, as described on the back of the card. In the End Phase, each Grenade token detonates and is then removed. A detonating Grenade deals 4 damage to an enemy in its hex and 2 damage to each adjacent enemy.

This means that the longer you wait, the more Grenades you can throw. Each one can potentially damage multiple enemies, meaning a big throw can lead to a huge style score—but look out, if Lady is knocked out, she loses all her Grenade tokens.



*The Riot is in the same hex as a Grenade token, so takes 4 damage when it detonates. The Empusa is in a hex adjacent to a Grenade token, so takes 2 damage when it detonates.*

## POWER UP

Lady's Upgrade deck features the Power Up card, which lets her temporarily enter a powerful attack state. This card is placed next to your Hunter board when you purchase it, and is flipped when you claim a combo with six or more cards. To show that Power Up is active, replace the Lady model with the Powered Up Lady model, keeping the same facing.

Power Up has two effects:

- At the end of your turn, you place two Grenade tokens on your Grenade Belt card instead of one.
- In the End Phase, you draw up to 7 cards instead of 5.

Power Up lasts until Lady suffers any damage. As soon as this happens, flip the Power Up card and replace the Powered Up Lady model with the Lady model.




## BLOODY PALACE CARDS


To use the new Bloody Palace cards, simply shuffle them in with their respective Bloody Palace card sets from the *Devil May Cry™: The Bloody Palace*. This will add more variety to the stages and introduce a second option for the final stage's Boss.








# ICON REFERENCE


 Red Combo Link

 Green Combo Link


 Blue Combo Link


 Starting Link


 Wild Link


 Blank Link


## PLAYER DECK ICONS

 Stun Icon

 Knock Back Icon

 Follow Up Icon

 Discard Icon (Step)

 Discard Icon (Dodge)

 Hunter Speed

 Hunter Vitality

 Purchase Cost

## HUNTER ICONS

 Dante

 Nero

 V


 Trish


 Lady


## BASIC ATTACK ICONS




## ENEMY ICONS

 Boss

 Enemy Vitality

 Green orbs  
Dropped on death

 Red orbs  
Dropped on death

## TOKENS AND MARKERS

 Lock On  
marker

 Grenade  
token